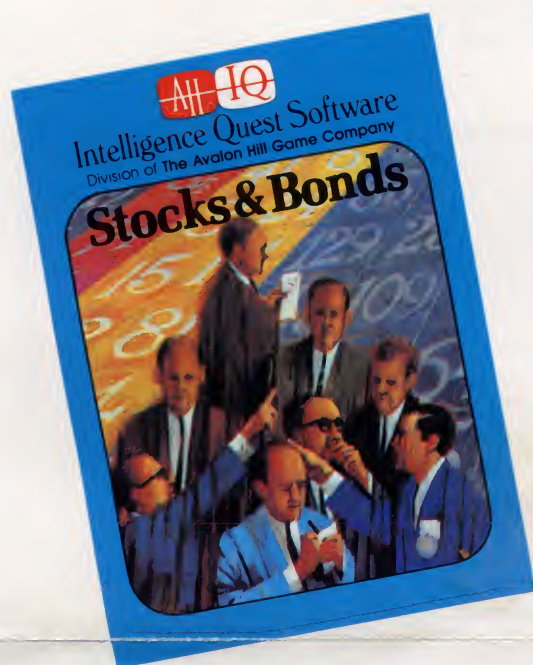


To illuminate the developing mind and spark the creative imagination . . .



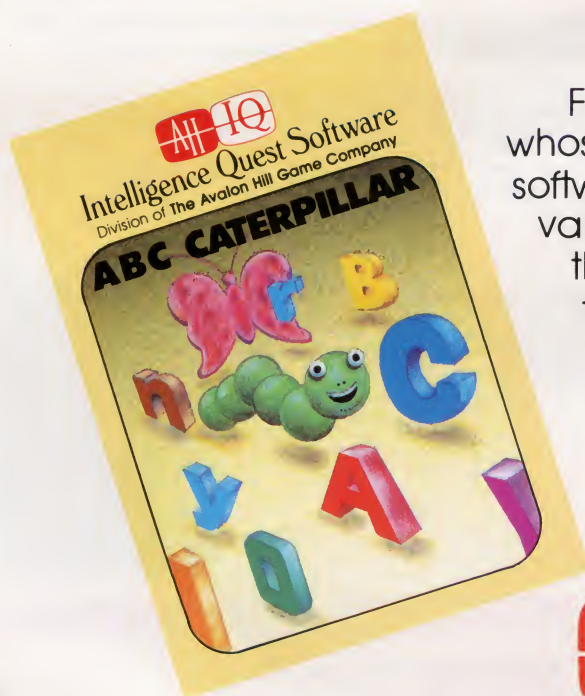
Intelligence Quest Software[®] is here!



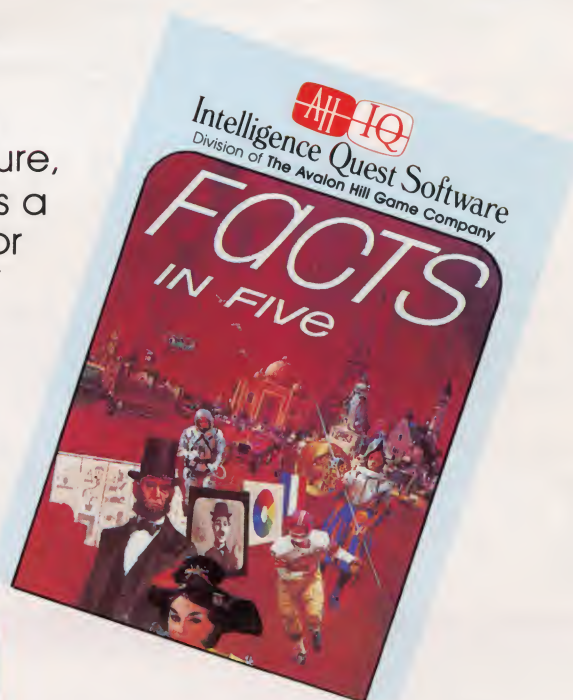
The Avalon Hill
Game Company
proudly announces
formation of its
new and exciting
educational
division.



QUALITY EDUCATION



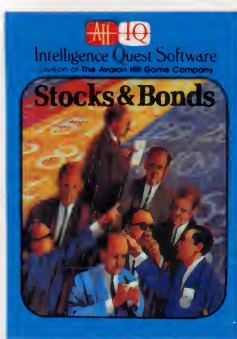
From a company
whose products endure,
software that delivers a
valuable stimulus for
the child's need
for knowledge.



Intelligence Quest Software[®]

Division of **The Avalon Hill Game Company**

4517 HARFORD ROAD, BALTIMORE, MD 21214 301-254-5300



Computer Stocks & Bonds

This game is a valuable tool for teaching important concepts that influence modern investment strategies. With its fast-paced and enjoyable format, STOCKS AND BONDS allows players to invest in securities and challenges them to show a profit in their dealings. As play progresses, the player gains a graphic understanding of such concepts as a Bull market, Bear market, the importance of performance histories in planning an investment strategy and many other factors that apply to the modern stock market. With COMPUTER STOCKS & BONDS players, ages twelve and up, can gain valuable insights into this critical area.

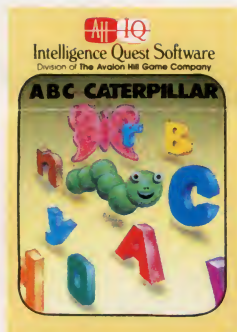
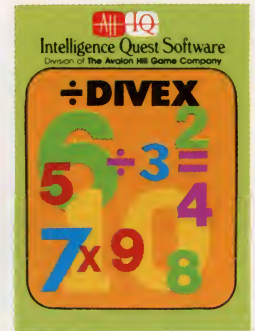
With Cassette For:								With Diskette For:				
GAME NO.	TRS-80 I&III	APPLE II, II+ IIe	CBM PET 64*	COM. 64	ATARI Home Computers	TRS 80 Color	VIC 20	TRS-80 I&III	APPLE II, II+ IIe +	ATARI Home Computers	IBM PC	COM. 64
40902				64K	48K		5K					
40951								32K				
40952									48K			
40953										40K		
40954											48K	
40955												64K

Divex

DIVEX serves as a challenge to the child's ability to handle the basic concepts of multiplication and division. The child is required to use his or her mathematical skills to protect their land from incorrect answers, in the form of rocket ships, that try to land from above. Each game contains 3 levels of multiplication and 3 levels of division. In the division levels, the player attempts to destroy numbers that are not divisible and let those that are land safely. In the multiplication levels, the player attacks numbers that are not the product of the multiplier, while allowing correct answers to land safely. In all cases, when he or she destroys a correct answer by mistake, the computer will sound out and flash the correct answer on the screen.

DIVEX is a game that allows a child (ages 8 to 12) to learn and enjoy at the same time.

With Cassette For:								With Diskette For:				
GAME NO.	TRS-80 I&III	APPLE II, II+ IIe	CBM PET 64*	COM. 64	ATARI Home Computers	TRS 80 Color	VIC 20	TRS-80 I&III	APPLE II, II+ IIe +	ATARI Home Computers	IBM PC	
46801				64K	32K							
46853										32K		



ABC Caterpillar

In the game, the child, controlling a bright green caterpillar, searches the screen for the letters of the alphabet that are passing by. The goal is to find and gobble them up in alphabetical order. One point is awarded for each letter that is consumed in its proper sequence. Should the child select the wrong letter, the caterpillar will not eat and a sound will gently inform the child of the error. Victory is achieved when the child attains a score of twenty-six points. With victory, the caterpillar changes into a beautiful butterfly.

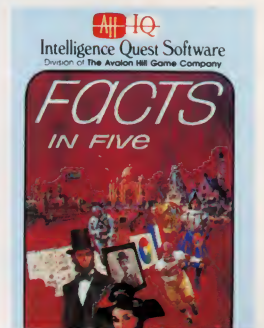
ABC CATERPILLAR is an excellent tool for teaching **three to eight year old** children the wonders of the alphabet. It heightens the child's memory and increases his or her ability to understand organized, sequential information.

With Cassette For:								With Diskette For:				
GAME NO.	TRS-80 I&III	APPLE II, II+ IIe	CBM PET 64*	COM. 64	ATARI Home Computers	TRS 80 Color	VIC 20	TRS-80 I&III	APPLE II, II+ IIe +	ATARI Home Computers	IBM PC	
46701				64K			5K					

Computer Facts in Five

COMPUTER FACTS IN FIVE is a game of knowledge, where the player(s) can select his or her own subjects and categories. Teachers, parents or students can choose subjects such as mathematics and spelling, with unique options for controlling the game difficulty. It is an unlimited tool for testing any player's comprehension of man's total knowledge. It is truly a game for all ages.

With Cassette For:								With Diskette For:				
GAME NO.	TRS-80 I&III	APPLE II, II+ IIe	CBM PET 64*	COM. 64	ATARI Home Computers	TRS 80 Color	VIC 20	TRS-80 I&III	APPLE II, II+ IIe +	ATARI Home Computers	IBM PC	
43452									48K			
43453										48K		
43454												64K



COMING SOON . . .

Market Forces

A 1 to 4 player game of buying and selling in the commodities market. Suitable for players twelve and up. Available soon on Cassette for the Commodore 64 computer.

Time Travelers

This game takes the player on a journey through subjects in American History. Available Spring '84 on diskette for the Apple Home Computers, with 48K memory.



Intelligence Quest Software

Division of The Avalon Hill Game Company

4517 HARFORD ROAD, BALTIMORE, MD 21214 301-254-5300